

Appl. No. 10/028,014
Amdt. Dated September 16, 2004
Reply to Office action of June 23, 2004

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (canceled)

2. (currently amended) The A method according to claim 1 for rendering an image on a display and producing a special effect in the rendered image comprising:
selecting a set of polygon data to which to apply the special effect, the polygon data defining a polygon surface and having a polygon segment;
retaining an eye point δ angle within a vertex data passed to a graphics rendering pipeline, the eye point δ angle being formed with respect to a normal of the polygon surface;
perturbing the eye point δ angle at the polygon fragment; and
incorporating a texel to the perturbed eye point δ angle, the texel having texel coordinates

U and V;

wherein perturbing each the eye point δ angle value comprises multiplying the eye point δ angle by a value N, N being a constant factor modifying magnitude of the special effect, and providing a corresponding offset to each of the texel coordinates texel coordinate.

3. (currently amended) The method according to claim 1 wherein N<1 represents magnification and N>1 represents demagnification the texel coordinates are offset by an eye point angle.

4. (currently amended) The method according to claim 3 2 wherein the texel coordinates are offset by is a product of the eye point δ angle and by a the value N.

5. (currently amended) The method according to claim 3 2 wherein accessing retaining the eye point δ angle data for each texel to be produced comprises accessing data for

Appl. No. 10/028,014
Amtd. Dated September 16, 2004
Reply to Office action of June 23, 2004

selected vertices describing a polygon and further comprising interpolating the eye point δ angle data for each the texel to be produced between texels including said vertices.

6. (currently amended) The method according to claim 5 further comprising resolving ~~an~~ the eye point δ angle into eye point δ angle x in an X-Z plane and eye point δ angle y in a Y-Z plane.

7. (currently amended) The method according to claim 5 6 wherein comprising producing magnification for a selected polygon on said display comprises further comprising displaying texels in the selected polygon and selecting texels based on the a modified U and V mapping derived through using the eye point angles.

8. (canceled)

9. (currently amended) The A machine-readable medium according to claim 8 that provides instructions which, when executed by a processor, cause said processor to perform operations producing a special effect in a computer display comprising:

selecting a set of polygon data to which to apply the special effect, the polygon data defining a polygon surface and having a polygon segment;

retaining an eye point δ angle within a vertex data passed to a graphics rendering pipeline, the eye point δ angle being formed with respect to a normal of the polygon surface;

perturbing the eye point δ angle at the polygon fragment; and

providing a texel to the perturbed eye point δ angle, the texel having texel coordinates U and V;

wherein the instructions causing said processor to perform perturbing comprises instructions which, when executed by a processor, cause said processor to perform operations comprising perturbing each the eye point δ angle value comprises by multiplying the eye point δ angle by a value N, N being a constant factor modifying magnitude of the special effect.

Appl. No. 10/028,014
Amdt. Dated September 16, 2004
Reply to Office action of June 23, 2004

10. (currently amended) The machine-readable medium according to claim 9 that provides instructions which, when executed by a processor, cause said processor to perform operations comprising accessing data for the a set of vertices describing a polygons polygon and interpolating the eye point δ angle data for each the texel to be produced between texels including said vertices.

11. (currently amended) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform resolving an the eye point δ angle into eye point δ angle x in an X-Z plane and eye point δ angle y in a Y-Z plane.

12. (currently amended) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform operations comprising producing magnification for a selected area of said display by modifying the U and V texel coordinates by offsetting them with the eye point δ angle x and the eye point δ angle y components.

13. (canceled)

14. (currently amended) The A graphics pipeline according to claim 13 converting polygon data to display data comprising a processor to modify texel coordinates according to an eye point δ angle being perturbed at polygon fragments of the polygon data to allow a portion of a rendered image generated from the polygon data to have a special effect applied, the polygon data defining a polygon surface, the eye point δ angle being formed with respect to a normal of the polygon surface;

wherein said processor comprises a multiplier system for establishing relationship projection angle = to multiply N with the eye point δ angle, N being a constant factor modifying magnitude of the special effect value.

15. (currently amended) The graphics pipeline of Claim 13 14 further comprising means applying the magnifying special effect only to selected polygons.